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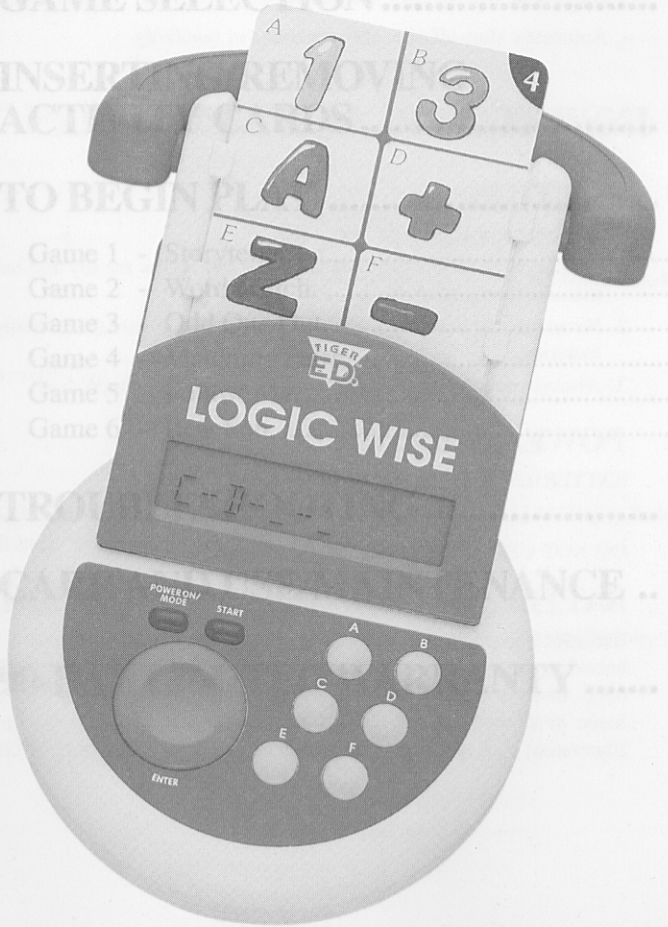
TIGER E.D.™

Model 9-006-2

TALKING LOGIC WISE™

Instruction Manual



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1. POWER ON/MODE Button

Use this button to turn on the unit, select game number and level number, and to reset the unit when a game is in progress.

2. START Button

Use this button to verify a game number and level number selection.

3. ANSWER Buttons

The A, B, C, D, E and F buttons are used to answer questions and play the game activities.

4. ENTER Button

Use this button to verify a game number and level number selection.

5. TURNING ON THE UNIT

To turn on the unit, simply press the **POWER ON/MODE** button. The LCD screen will display "Hello" and a melody will be heard. The game choice screen will then appear and display "GAME 1". The unit can be reset during play by pressing the **POWER ON/MODE** button at any time.

Every time you answer a question correctly, the "happy face" icon will appear in the upper right corner and an encouraging voice will be heard. If you answer incorrectly, the "frown face" icon will appear in the lower right corner. You will be given three chances to correctly answer each question. After three chances, the unit will display the correct answer.

6. GAME SELECTION

To choose the desired game, continuously press the **POWER ON/MODE** button. When the game number is displayed on the screen that you want to play, press the **START** or **ENTER** button. If you pass the game number you would like to play, continue pressing the **POWER ON/MODE** button and the screen will scroll back to Game 1.

There are six games in **Logic Wise**. They are:

Game 1 - Storyteller
Game 2 - Word Match
Game 3 - Odd One Out
Game 4 - Matching Pairs
Game 5 - Follow Me
Game 6 - Reaction

7. INSERTING/REMOVING ACTIVITY CARDS

At the start of games 1, 2, 3 and 4, the unit will display the following message on the LCD screen: INSERT CARD. At this point, the desired activity card must be inserted into the unit. (There are no activity cards required for games 5 and 6.)

To insert the activity card, position the holes on the activity card so they face toward the unit (see Illustration 1). Use your thumbs to gently slide the card into place (see Illustration 2).

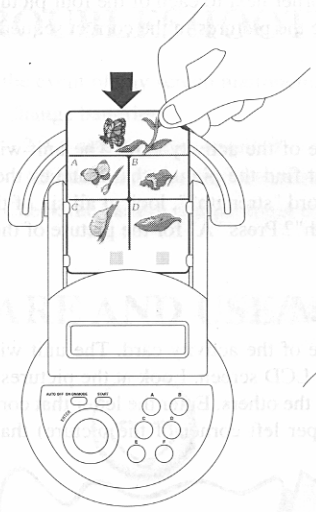


Illustration 1

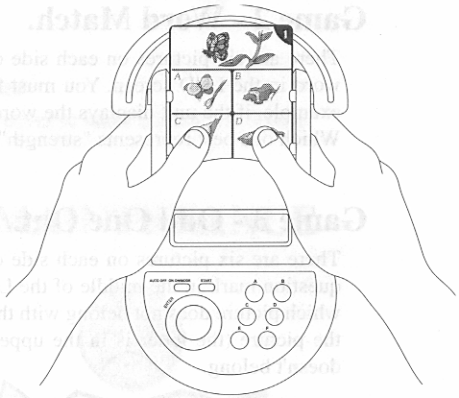
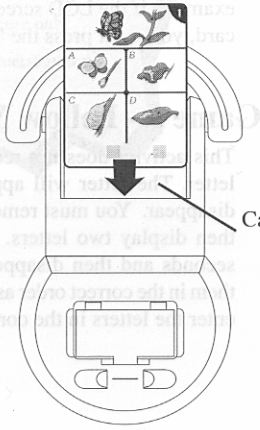


Illustration 2

When you have finished a game with the activity card, remove the card in the same manner as it was inserted. Activity cards which do not match the game number will cause the unit to display the following message on the LCD screen: WRONG CARD. Remove the incorrect activity card and replace with an activity card that matches the game number you are playing.

An activity card storage slot is located in the back of the unit. It is designed to hold the activity cards while they are not in use.



8. TO BEGIN PLAY

Game 1 - Storyteller.

This activity is sequencing. There are two levels of play in this activity. Press the POWER ON/MODE button to choose a level and then press the START button.

The unit will prompt you for the correct order of the pictures as shown on the activity card. The last picture of the sequence is shown at the top of the card. The four pictures on the bottom half of the card must be placed in the correct sequence. There is a letter in the upper left corner next to each of the four pictures. Simply press the matching letter to arrange the pictures in the correct sequence.

Game 2 - Word Match.

There are six pictures on each side of the activity card. The unit will display a word in the LCD screen. You must find the picture that matches the word. For example, if the unit displays the word "strength?", look at all six of the pictures. Which one best represents "strength"? Press "A" for the picture of the elephant.

Game 3 - Odd One Out.

There are six pictures on each side of the activity card. The unit will display a question mark in the middle of the LCD screen. Look at the pictures and decide which picture does not belong with the others. Enter the letter that corresponds to the picture (the letter is in the upper left corner of the picture) that you think doesn't belong.

Game 4 - Matching Pairs.

There are six pictures on each side of the activity card. The unit will display a letter in the LCD screen that corresponds to a picture on the card. Look at the pictures and decide which picture matches the letter in the display screen. For example, if the LCD screen displays: C - _ and that letter matches the nest on the card, you must press the "A" to match the bird with the nest.

Game 5 - Follow Me.

This activity does not require an activity card. The LCD screen will display a letter. The letter will appear on the LCD screen for a few seconds and then disappear. You must remember the letter and then enter it. The LCD screen will then display two letters. The letters will appear on the LCD screen for a few seconds and then disappear. You must now remember BOTH letters and enter them in the correct order as they appeared on the screen. Each time you successfully enter the letters in the correct order, the unit will add one more letter.

Game 6 - Reaction.

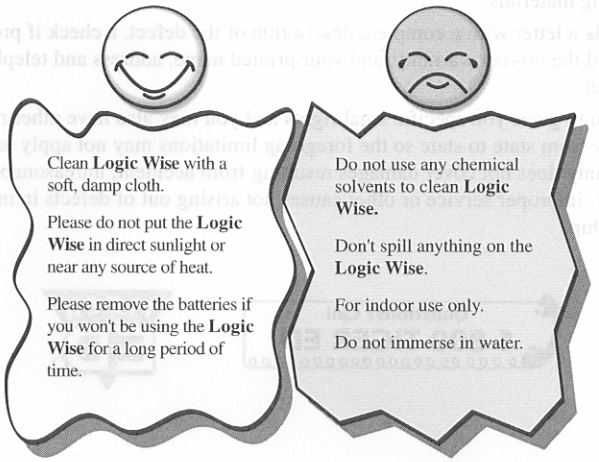
This game does not require an activity card. A series of 10 letters will appear on the screen. After reviewing the letters, quickly determine which letter appears most often in the series. Press the letter button that appears most often on the screen. The letters will only appear for a short period of time on the screen so you must act quickly before time runs out. After 20 questions, the score will be displayed.

9. TROUBLESHOOTING

In the event of any screen malfunction, check the following:

1. Change batteries
   - 2 AA size batteries required
   - Alkaline batteries recommended
2. Check the battery compartment cover to make certain it is secure.

10. CARE AND USE/MAINTENANCE



11. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

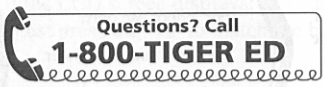
During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US$7.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.